

CASUALTY ESTIMATE- OFFENSE

MAIN EFFORT ELEMENTS

$\underline{\hspace{1cm}}$ X $\underline{\hspace{1cm}}$ = $\underline{\hspace{1cm}}$ (X "combined value" of other four factor values)
Combat **Mission**
Strength **Factor**
 $\underline{\hspace{1cm}}$ X .60 = $\underline{\hspace{1cm}}$ (1) "Main Effort Casualties"

OTHER AXIS ELEMENTS

$\underline{\hspace{1cm}}$ X $\underline{\hspace{1cm}}$ = $\underline{\hspace{1cm}}$ (X "combined value" of other four factor values)
Combat **Mission**
Strength **Factor**
 $\underline{\hspace{1cm}}$ X .40 = $\underline{\hspace{1cm}}$ (2) "Other Axis Casualties"

SUPPORT BY FIRE ELEMENTS

$\underline{\hspace{1cm}}$ X $\underline{\hspace{1cm}}$ = $\underline{\hspace{1cm}}$ (X "combined value" of other four factor values)
Combat **Mission**
Strength **Factor**
 $\underline{\hspace{1cm}}$ X .32 = $\underline{\hspace{1cm}}$ (3) "Support By Fire Casualties"

*ADD (1), (2), and (3) = $\underline{\hspace{1cm}}$ X (.72) = $\underline{\hspace{1cm}}$ (Total Number of Casualties)

**NOTE: 18% KIA, 72% WIA, 10% MIA/CAPTURED

MISSION FACTORS: Meeting Engagement(.24), Hasty Attack (.30), Deliberate Attack (.38), Attack of surprise (.38)

OTHER FACTORS: a) Day (1.0), Night Illum (0.9), Night (0.7)

b) Enemy Fatigue: Rested (1.0), 24 hrs no rest (0.8), 48 hrs no rest (0.6)

c) Surprise: Minimum (1.0), Substantial (0.9), Complete (0.7)

d) Velocity: No Momentum (1.0), Moderate (0.9), High Speed (0.7)

CASUALTY ESTIMATE- DEFENSE

AGAINST ENEMY MAIN EFFORT ELEMENTS

_____ X _____ = _____ (X "combined value" of other three factor values)
Combat Mission
Strength Factor

_____ X .54 = _____ (1) "Against enemy main effort casualties"

AGAINST ENEMY SECONDARY EFFORTS

_____ X _____ = _____ (X "combined value" of other three factor values)
Combat Mission
Strength Factor

_____ X .45 = _____ (2) "Against enemy secondary efforts Casualties"

SUPPORT BY FIRE ELEMENTS

_____ X _____ = _____ (X "combined value" of other three factor values)
Combat Mission
Strength Factor

_____ X .32 = _____ (3) "Support By Fire Casualties"

*ADD (1) and (2) = _____ X (.72) = _____ (Total Number of Casualties)

MISSION FACTORS: Hasty Defense (.32), Deliberate Defense (.19), Strongpoint (.11)

OTHER FACTORS: a) Day (1.0), Night Illum (0.9), Night (0.7)

b) Enemy Fatigue: Rested (1.0), 24 hrs no rest (0.8), 48 hrs no rest (0.6)

c) Posture: Hasty (1.0), Improved (0.9), Prepared (0.7)